BRAWLER'S ALLEY

ISSUE 03 . OCT 22

SPOOKY EDITION



NIGHT SLASHERS
Beating the Dead Is Fun!

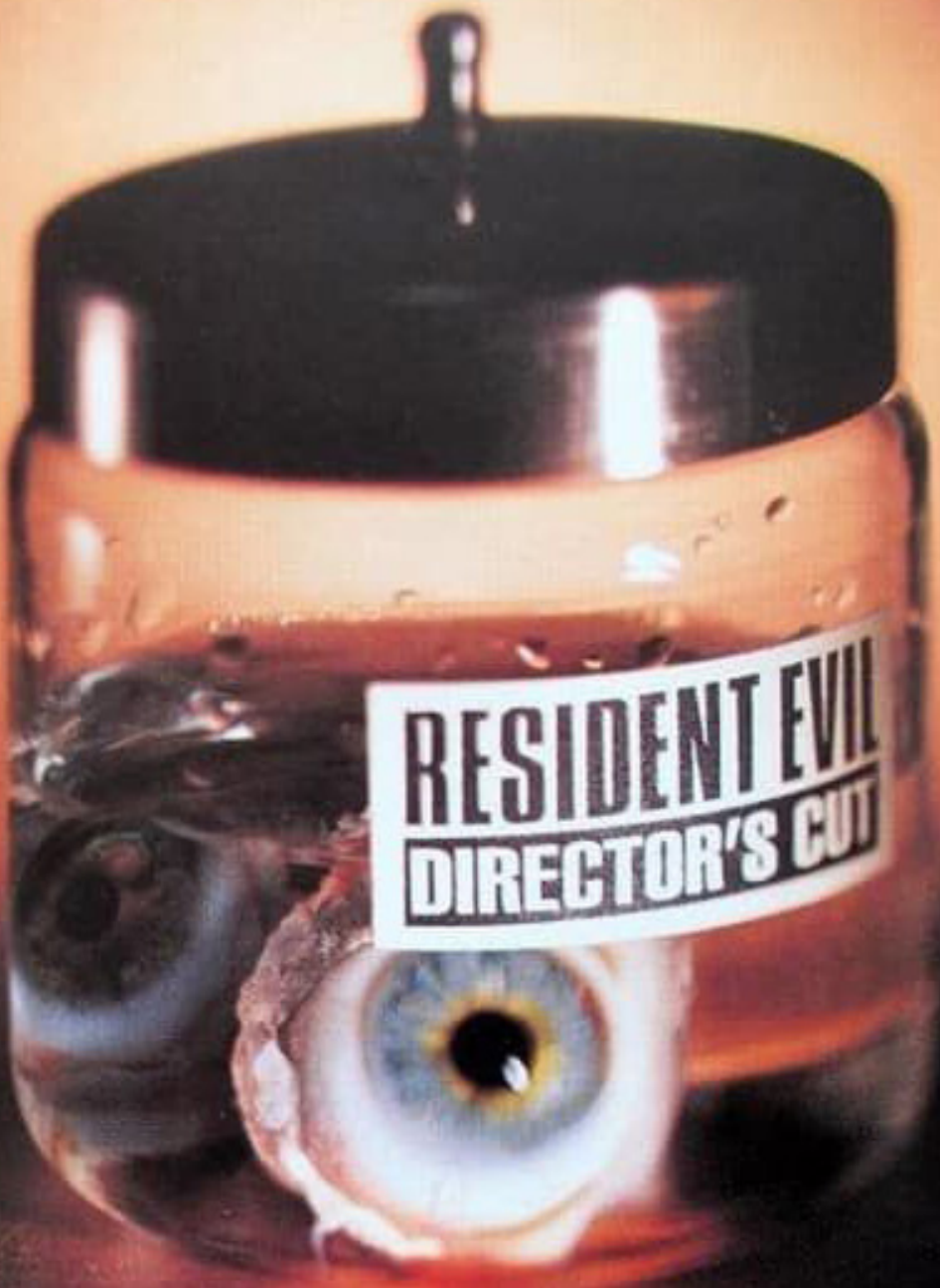
JOSH JOURNEY
Your Nightmares Came True

BLOODY PAWS UNLEASHED
A Werewolf Seeking Revenge

Halloween beat `em ups from all times

SPLATTERHOUSE - SENGOKU - ALTERED BEAST
EXIT LIMBO - BLOODY ZOMBIES - PIZZA KIDD
FINAL FRIGHT - HOUSE OF PAIN
AND MUCH MORE


BRAWLER'S
ALLEY
WARNING



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MERSO ENTERTAINMENT



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Josh Journey

Prepare yourself to embark on a scary journey, facing nightmarish monsters that are on the loose in the Province Land. Join Josh and his friend and prepare yourself for a colorful and terrifying adventure!



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Classics never dies. And if they die, they return from the dead to get you. Night Slasher is probably the most terrifying beat 'em up ever, and you do not want to miss this one for your Halloween Night.

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SERKAN ÖZAY - HERO CONCEPT

The winter is coming!

The year is ending, Fall is passing by and here we are, celebrating Halloween once more. This date is so important, many different cultures have or had a special way to mark this moment, the harvest season. Living in the city or in the south hemisphere may disconnect us from the importance of this time and even make the celebration senseless, but there's real reason for apprehension every time the winter is coming and this year, more than before.

Halloween holds a lot of imaginary and cultural symbols, having different names and expressions across cultures and time, but always making a bridge between the living and the dead, the past, the present and the future, reminding us of what makes us humans. And if we had to point, one common mark of Halloween celebrations to all cultures, it`s sharing. All Fall celebrations are about sharing the means of survival among our community. We share food, gratitude, joy and hope, strengthening our connection as a society in order to get through the hard times to come.

We also share our fears about the future and our traumas from past experiences, betting we can also harvest knowledge to help us relieve the burden. All the myths and legends about witches and monsters and demons and hungry mobs and delirious people have their inner wisdom, which can be shared across generations, retaining a symbolic meaning that talks direct to our hearts, teaching us without saying. Those entities and experiences are a part of our history we must never forget, under the curse of repeating it, every time we deny its existence.

And for the importance of Halloween as a whole and this Halloween in particular, we chose to dedicate this issue to the theme, focusing on giving our readers the best of our harvest, with some new special aesthetic experiences along the way. This issue was completely redesigned to make you feel like trick or treat on this Halloween. So, without further ado, we now present you with the finest horror themed beat 'em ups we could find and some remarkable interviews with the developers of some interesting titles. We hope you enjoy our selection! Have a safe journey!

Katie Carvalho





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Probably, the most recognizable franchise of this Issue, Splatterhouse was released by Namco, in 1988 for arcades followed by a home release for Turbografx 16. The game tells the story of Rick and Jennifer, two students of a local university, who try to take refuge from a storm hiding in the West Mansion, also known as Splatterhouse. After entering the mansion, the door shuts close under Jennifer screams and Rick wakes up in a dungeon, under the mansion, and learn that he died and was resurrected by the Terror Mask and now must seek for his girlfriend and a way to escape the Splatterhouse.

The game was praised at the time by its graphics, music and gameplay, but what got people's attention at the time was the amount of graphical violence. Sure, for today's standards, Splatterhouse may look a little tamed, but by 1988 this was considered the peak of digitized violence.

Gameplay-wise, the game is simple, but effective. You have an attack and a jump button, you have a low-kick when you're crouched, a flying kick and a slide, that is Rick's most powerful move. You will also find weapons lying around, like sticks, axes and even the occasional shotgun that will help a lot in your journey. Most monsters will die with only one hit, but they will come fast at you and from all corners of the screen, so, memorization is the name of the game here.

Unfortunately, Splatterhouse isn't very widespread today as it should be. You can find the game in the Namco Museum Compilation for the Nintendo Switch and in the Turbografx Mini. There was also a version for IOS, but it seems it has been removed by the time of this publication. However, if you're looking for some classic action, of lots of blood and a concise story that spams throughout three games, Splatterhouse is a great choice for your Halloween Night.















Japan



Europe



USA



Four years after the release of the arcade original, Namco returns to the West Mansion, with Splatterhouse 2, this time exclusive to the Genesis/ Mega Drive. The story happens 3 months after the first game, with the Mask reappearing to Rick and telling him that they can save Jennifer together if they return to the house.

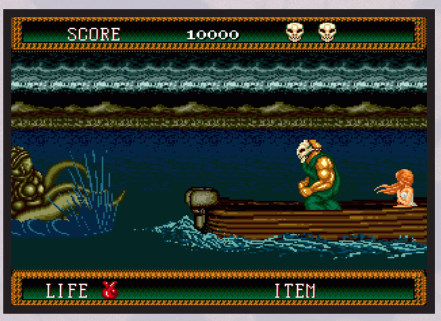
Splatterhouse 2 doesn't improve much over the original, your arsenal of moves stays basically the same, but the game throws more variety in the mix with new monsters, crazy bosses and more platform sections than its predecessor.

The graphics are largely improved over the original, even when compared to the arcade, with better use of colors and lots of the parallax scrolling missing in the original.

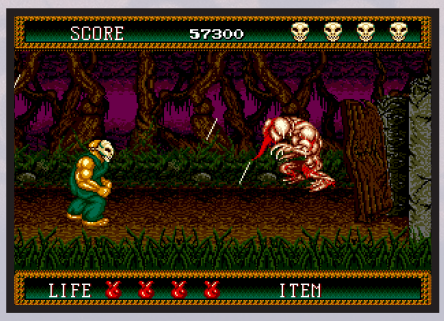
The soundtrack is also improved, and you can hear how good it is right from the start of the game, at the introduction, where a very eerie music follows the narration of the story.

Splatterhouse 2 is considered to be the best of the franchise by many, with better controls, graphics and more variety, although some critics didn't praise the game because it didn't expand over the original being largely the same gameplay-wise. In the opinion of this publication, Splatterhouse 2 is a game you shouldn't miss.











Beasts from the Past #03





Japan



US

Released one year after the second one, the story of Splatterhouse 3 takes place five years after the events of the Splatterhouse 2. Rick and Jennifer have since married and had a son called David. The events of the past are long forgotten by the couple, who are living a happy life, with Rick being a successful Wall Street investor. He is so successful that he got enough money to buy a mansion for him and his family. I mean, the guy learned nothing, let's be honest here. As expected, monsters invade his mansion and the mask reappears to Rick and now both, as one, must save Jennifer and David from the Evil One.

Splatterhouse 3 is very different from the first two games. Instead of a linear side-scrolling beat 'em up, the game now allows you to move in the Z-plane, like Streets of Rage and the layout of the map are more open-ended, like a metroidvania, where you have to explore and backtrack through the mansion to save your family. This format was probably picked after Splatterhouse 2, unfairly, criticism. You also have more moves at your disposal, with grabs and throws being now added to your arsenal and a very useful and powerful spin kick.

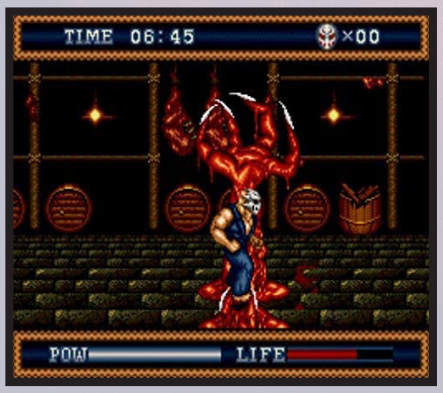
Rick also can transform into a monster after collecting enough Eldritch Orbs that are scattered throughout the levels and sometimes dropped by enemies. Splatterhouse 3 is bigger than its predecessors, due to the backtracking that you will have to do in the six levels, and offers a lot of replayability due to its four unique endings.

Here you will not only have to fight monsters, but also fight the timer. The game has a timer system where, if you fail to complete, you get a different ending, usually, a bad one. The game was praised by the time of its release for being different enough and, since it was launched in 1993, right in the middle of the beat 'em up craze, the format pleased the critics. Sure, it does not play well like Streets of Rage 2 (released 8 months earlier) or Hyperstone Heist, but it is a solid beat 'em up with a nice and innovative layout that will please those looking for a more extensive gameplay section.

Splatterhouse also had a remake in 2010 simply called Splatterhouse, for PS3 and Xbox 360. The game, unfortunately, wasn't well received by the critics and the franchise has stayed dormant since then.









HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Don't get all choked up!



Get your kicks!



Wear a mask and pack a powerful punch.



Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Walk on the wild side!



You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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namco®

SENGOKU





Released in 1991 by SNK for arcades and Neo Geo, Sengoku is an interesting beat 'em up, with a curious mechanics, where you can transform into other beings like a Samurai, a Fox and a Ninja and you can also be teleported to another dimension mid-level, that resembles old Japan, and become even more powerful.

The gameplay is simple, with an attack and a jump button, and will find colored orbs during your gameplay that can improve your stats giving you swords and magical projectiles. Unfortunately, the game was designed to be a quarter-muncher so, the difficulty here is pretty high. Graphically, the game is pretty simple. It has huge sprites and nice backgrounds, but even for It's time, it wasn't that impressive.





Although not exactly a horror game, Sengoku has a lot of demons and monsters from the Japanese lore, which can be a perfect fit for your Halloween night.





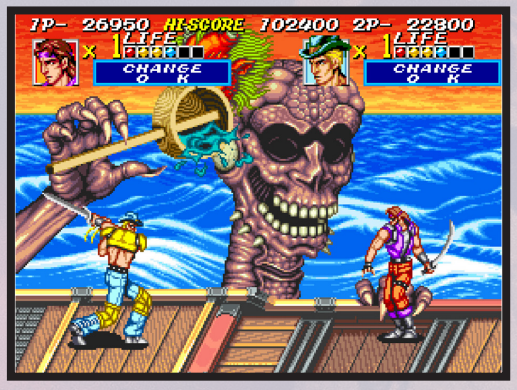




SENGOKU 2











Two years after the release of the first game, SNK returns to Sengoku with a better and improved game. The story this time is a little convoluted, with time traveling taking the heroes of the first game to the 16th century, to save the land of an evil monarch.

Smooth animations, better graphics and sound, granted the game a better reception than the first one, and the improved combat largely helped with that. Players now start the game with a sword and the orbs, back from the first game, can improve the weapon and players abilities. The addition of block and dodge made the game a little bit easier than the first one, but being an arcade game, you can expect a lot of extra credits to beat the game.



Although less horror focused than the first one, Sengoku 2 has some pretty scary bosses, with some huge monsters to face. It is a better game than the first one, but it doesn't mean you should skip it, the whole series is pretty great.

SENGOKU 3







It took 8 years for fans of the Sengoku saga to receive a sequel, and when it came, it wasn't by the hands of SNK but Noise Factory. The game improved largely over its predecessors, giving the player not only the choice of picking his character, among a total of 4, as it also allows the player to pick the starting level of the game.

The story here is a little simpler than the first two, telling the tale of a prophecy of a Timeless Soul that will descend from the heavens on a red moon night and bring chaos to earth. The prophecy also says that Ninjas of Peace shall rise to face and defeat this Timeless Soul. Despite the simpler plot, the game is way more complex in everything else. Graphics, sound, music, combat, everything is way better here than the first two games, making Sengoku 3 the best of the series.

The combat is exceptional, giving the player way more moves and buttons to use and allowing combos up to 30+ hits. The controls feel solid, and your move set is expanded with the use of 3 buttons for attack and a jump. Some aspects of the past games were removed, like the changing of dimensions and player form, but you really won't miss those in this game.



Sengoku 3 could easily pass as a modern beat 'em up, with its complex combat and extensive world, the ability to pick your own path and the multiple characters. Easily the best of the trilogy, this game can be beat in under an hour, but you will return to it time and time again to explore each path and each character. This one is a must-have.







PLAER CHARACTERS

EXTRA-CHARACTER

Only those capable of making it through the first 3 stages can obtain the assistance of these superhuman warriors.



Kongoh

The Ninja of Steel

Kongoh's herculean strength enables him to easily wield an iron staff which no mere mortal man could dream of lifting. The "Kongoh Driver" body toss makes the most of his titanic power to deliver a truly deadly move no one would want to be on the receiving end of.

Kurenai

The Ninja Maid of Hurricane Force

This female Ninja is an expert of double-fisted swordplay, employing methods she personally devised. From her awesome speed comes one of her Ninja moves, "The Mirage Masher," which can tear any enemy within her reach to ribbons.

Kagetsura

The Blue Thunderbolt

Since infancy, Kagetsura has been trained to be the Ninja leader. Master of the Ninja Arts of Shock, he commands the dynamic and powerful "Lightning Tackle," which wraps him in white-hot sparks to sear through the enemy.

Falcon

The Ninja Soul of the Red Hair and Eyes of Blue.

Once a Spanish conquistador, Falcon's ship sank at sea and he washed up on the shores of Japan. Here he became a Ninja capable of willing flame from his body. Commanding the Ninja Arts of Fire, he engulfs those who oppose him in such singing attacks as the "Godbird Blaze."











Okuni

Performer of the Tantalizing Dance of Death



Byakki

The Ninja of the Tormented Soul

All screen pictures are still in development. Be aware certain elements of the game are subject to change for product improvement.

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When Nightmares Come True



Created by a Brazilian team of animators, Josh Journey can be a deceiving game. The cute visuals of the characters and the colorful environment can give you the impression that you are entering a fairy tale land, where fairies with a strange powder will make you fly. You would be, should I say, dead wrong!

The story here is short and presented in a small cutscene at the beginning of the game, small conversations between the characters will give more context to what is going on in this world. But here's the basic, the Province World was invaded by Nightmare Monsters from the Dream World, and now, huge totems are haunting the for regions of this world and letting their terrifying creatures loose and attacking the land. It is up to Josh and his three friends to free the Province World from this nightmare.

Being created by a group of animators, it's not surprising that the graphics and animation of the game are outstanding. Made completely by hand, the game presents a colorful world, filled with small details and lots of parallax scrolling in the backgrounds. Characters, enemies, bosses and even the environment are extremely charming and very well animated. Josh and his companions are very expressive, and they all move with great fluidity across the screen. Poisonous lakes bubbling, blobs of goo dripping from trees and lots of stuff moving back and forth makes the environments feels alive and belonging to a living and breathing world. There's a mix of old and modern in the design, inspired by games like Chrono Trigger and Legend of Zelda, where huge machines share the same room with candles and chariots. Almost a steampunk world, if you look closer.



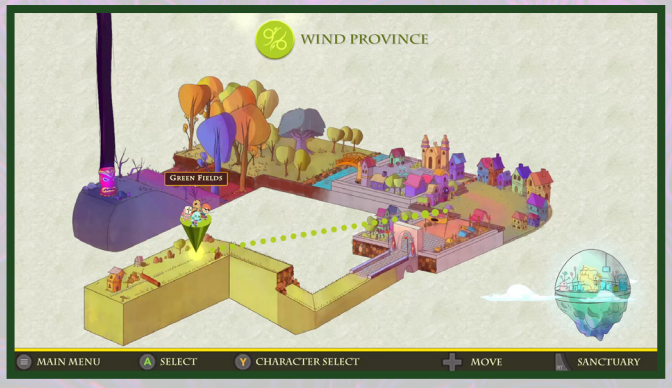




The music in Josh Journey is also something to behold. The developers opted for a more medieval vibe that fits perfectly to the visuals. It may not be the perfect score for a beat 'em up, but you will be taken by the strings of the harpsichords and the sound of trumpets to a distant and far away land. Some of the tunes are more upbeat and less melodic than others, but overall the game will offer you a delightful sound experience while you hack and slash your way through.



Talking about hack and slashing, Josh Journey offers an innovative way to play. You can change your character during gameplay and even mid-combo. Although the game offers you the possibility to play with up to three friends, if you like to play alone, you will be able to have all characters at hand and create some amazing combos with them. This allows you to create any type of strategy you want, combining the skills of your characters and unleashing devastating combos into your enemies. Playing with friends will also create the same opportunities of attack, but it is when you play alone that this mechanic really shines. It is incredibly fun to experiment with the many combinations of attacks you can perform combining the many characters. Even the order you pick them at the beginning of the game will influence your fighting style but, do not worry, you can change that mid-game too.





Although it all sounds nice and well, there's one thing that can scare the heck out of players in this game: The difficulty! Josh Journey is an unforgiving game. Enemies are extremely smart and will surround and counter your attacks in a matter of moments, hazards scattered across the scenarios will take a lot of your energy and the vials with health you find in the levels are nowhere near enough to keep you alive if you play it carelessly. Even the environment tries to kill you! Pools of poison, things that come out of the ground to spike you and the less we talk about that dang monkey that throws explosive bananas, the better!



Josh Journey is an interesting game with an innovative combat, an amazing art style and incredible soundtrack. The only thing that can stop someone to enjoy this game is the extremely high difficulty curve. Playing with friends can alleviate most of the difficulty, but still, the game will give you some nightmares. If the cutesy graphics, the charming and melodic music seems a little out of place for a Halloween night, the challenge here will make you scared and anxious like you were trapped inside a haunted house.



★★★



A Nightmare of Two

Josh Journey

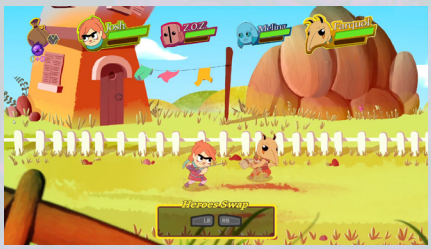
DARKNESS TOTEMS



>> *Guilherme and Iuri are the founders of Província Studios, an animation studio based in Brazil that is giving its first steps in game development with Josh Journey, a colorful hand-drawn beat 'em up game with an innovative character swap mechanic.* <<

BA - *Tell us a little about the history of Província Estúdios and who are Guilherme and Iuri?*

PE - Província is an illustration and animation studio we founded in 2013, after some experience with freelance projects in the two areas. We are graduated in Graphic Design and a Master Degree from the UFG (Universidade Federal de Goiás), after that we took a Summer Course in Character Animation, at the renowned french school Gobelins, l'école de l'image (Paris-France). We always had the dream of owning our own studio to work with drawings. Since childhood we love drawings and it ended up becoming our jobs. We always had support from our fathers and that helped us a lot in our journey.



BA - *You guys worked with animation for a long time, when did the inspiration to create a game come to be?*

PE - In 2015, I (Iuri Araújo) decided to start an animation project involving Provinces, the name of our studio. The idea was to work on a trailer for a possible animated series, using references from games we've always liked since childhood, such as The Legend of Zelda and Chrono Trigger. From there, it took us 10 months to complete the project that was selected for Animamundi in 2016. When we released the trailer publicly on the internet, people asked when the project's game would come out. They really liked the idea of heroes, action and adventure with a game project. Also, early in 2016, Ancine's first e-Games Edict appeared, so we decided to adapt the animation project for games. We presented it and were awarded in 2017.



BA - *And why a beat 'em up?*

PE - Beat 'em Ups were always present among our childhood games. Golden Axe, Simpsons, Final Fight and Castle Crashers. How it was our first game in production, we decided to bet on a more straight-to-the-point genre, which did not involve turn-based battles, but real-time combat. So we decided on Beat 'em Up.

BA - *What was your inspiration to create a game inside this genre?*

PE - The main inspiration was Castle Crashers for sure. A game in the same genre and also with a stylized cartoon aesthetic. We look at other projects while polishing the game as well, such as River City Girls and Fight n' Rage.

BA - *J.J. has some very interesting mechanics, like changing characters mid-combat, how did you guys come up with this idea and how does it change the game's dynamics?*

PE - This idea came about during the game's production. In the beginning there was the option for you to change characters inside the Sanctuary using the masks. The problem is that there wasn't much incentive to trade, as you got a hero with all abilities reset. With this we thought: what if all the heroes join the journey together? That way, you could level up everyone's skills at the same time when visiting the Sanctuary. That's how the hero swap feature came about. With it, you can combine attacks between characters by switching at the right time and continuing a massive damage combo. It depends on the creativity and aptitude of each player. Consequently, the masks that were already in the Sanctuary became a resurrection hub for the characters.



BA - *Was it simple to implement this mechanic or did you have difficulties along the way?*

PE - Alt had its technical mishaps for sure, but as we are not programmers, I can't talk about the technicalities. Haha! But we talked all the time with the programmers in order to align the technical with the artistic.

BA - *The game has some large environments, which creates a huge arena for the player, generating a lot of possibilities for attack and defense. Was that your intention from the beginning?*

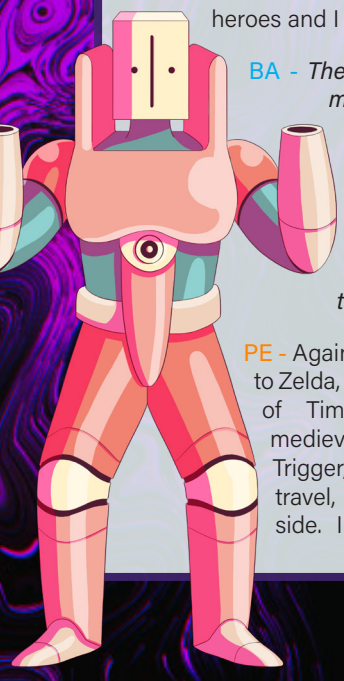
PE - There was the intention, yes, to make large scenarios at first to visually explore the provinces and show that there is a living world around them. Therefore, we worked on the zoom movement of the cameras at each block of each phase. Then came the possibility of exploring mini combat arenas, where you can fight enemies in different ways, positioning yourself for the best approach against the monsters. We worked on 3 stages of production of the scenarios: Blocking (phase in which we positioned the elements and challenges of the scenarios, and the zooms from where the camera would go); Layout (phase where we draw the final elements of the lineart scenarios); Color (final stage of colorization of the scenarios). The stage scenarios are huge, if we want to print them in high resolution on paper, we have scenarios of 2 to 3 meters easily!





BA - *The characters are all very different from what we are used to seeing. What motivated this choice and what was the inspiration behind it?*

PE - The character team was a very mixed reference. We have the swordsman Josh who was a reference to Link from The Legend of Zelda, Melina was a reference to the Zora race from the same franchise. Farquol was a Brazilian reference that we wanted to put in the game, representing an animal present in our state, Goiás, the giant anteater. Z.0.Z. was a reference to Chrono Trigger, which also has a multitasking robot and always helps the team in combat. From the beginning we wanted a cast of very different heroes and I think we got it.



BA - *The game's theme is a mix of sci fi with medieval story. This is not something we see everyday, especially in beat 'em ups. What made you guys take this decision?*

PE - Again, there's a reference to Zelda, considering Ocarina of Time, for the more medieval side and Chrono Trigger, considering time travel, for the more sci-fi side. In addition, we are very fond of European comics and a great reference for science fiction are the Moebius comics, with their very futuristic scenarios.

BA - *The art style is, if we may say, psychedelic, with vibrant visuals, distorted trees and out of the ordinary environments. Why did you guys decide to go this way?*

PE - Our artistic trend has always been based on the Cartoon style with more saturated colors. Our Art Director (Guilherme Araújo) has always sought this line saturated with strong and vibrant colors that is already a recurring feature in the studio's animation projects.

BA - *Why did you guys decide to make the game hand-drawn instead of the more traditional pixel art?*

PE - This decision was quite natural, as it is already part of our background in art and animation. We've always made our short films in traditional animation, so we wanted to keep that aesthetic for the game. Learning another technique like pixel art just didn't fit.



BA - *The soundtrack, like the art style, is pretty different from the conventional and matches perfectly with the game. How was the process to create the compositions and what was the inspiration behind it?*

PE - Our partnership with the musical composer André Luiz Machado already comes from our other animation projects that we did with him for a long time. André had the genius of finding, in the city of Goiânia, a musical group called Uccelli that plays medieval music with old instruments. In this way, André hired the musicians and recorded each instrument separately in the studio using the scores of the original songs made for the game. It was very challenging to record with old instruments like harpsichord or trumpet because they get out of tune very easily.



BA - *Was it hard to pick the songs?*

PE - We offer André total artistic freedom to create the songs. As we said, we had already worked with him, so we have complete trust in his work. We had an initial conversation for him to understand what was the feeling that we would need to convey to that specific area of the game. From then on he began to create and work on the songs.

BA - *The game was created in Unity, could you tell us what motivated the choice of this particular engine?*

PE - Unity is a very versatile engine for 2D game production. As our game is two-dimensional, it was the best choice for us, as I (Iuri Araújo) had previously worked on it at a game studio here in Goiânia. The team's programmers also had experience with the software, which helps a lot in the decision.

BA - *Is there anything you would like to say to those who are starting to develop games?*

PE - It's not an easy path. Josh Journey: Darkness Totems took almost 5 years to complete but at the same time it is a rewarding journey. If you enjoy working with game production, stay on your way. Keep in mind a realistic scope of completion and know your leg size. Know your strengths and weaknesses and work on them. Do you make cool art? Work on a game with good aesthetics, maybe a visual novel. Do you know how to program well? Make a game with a focus on mechanics and simpler visuals. Knowing yourself is a great start.

BA - *And for your players?*

PE - Play Josh Journey: Darkness Totems! And follow us on social media to keep up the project and future updates. =D

Província studio

An American Werewolf in L.A.



One werewolf game isn't enough for you? So here's another one! Clearly inspired by the 1981 horror classic, An American Werewolf in London, in An American Werewolf in L.A. you play as D. Landis if you're playing alone or with his friend, J. Naughton. If you are a fan of the classic movie, you already recognize the name of the playable characters.

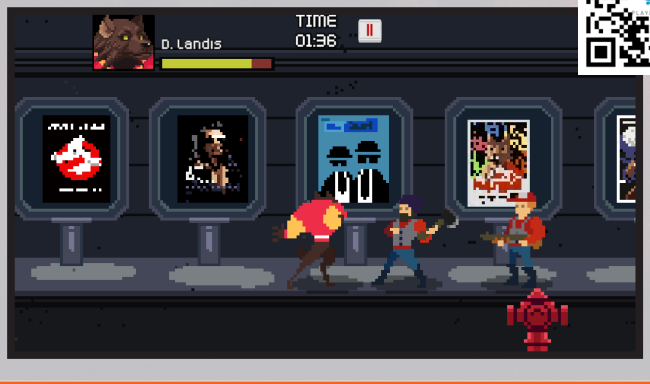
The story is simple, you're a werewolf who wants to live your hometown to become a professional surfer in Los Angeles. Your girlfriend wants to run away with you, but her father, the Sheriff, doesn't like the idea and won't let you leave without a fight. After the brief intro, you're out in the world to face endless hordes of enemies. Here, you will have to endure a timer to survive and go to the next level. The game isn't easy and will require some pretty good reflexes from you.

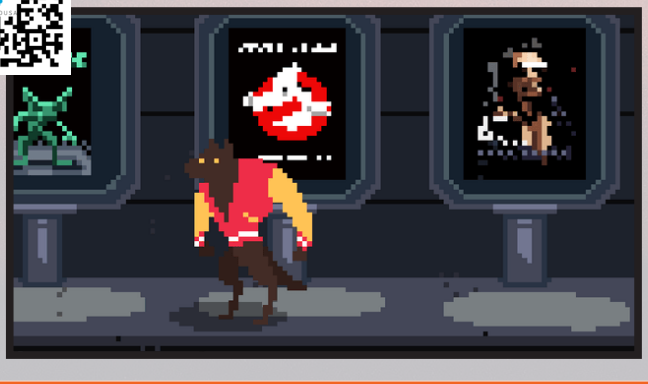


Fun, cheap, fast and funny, An American Werewolf in L.A. is available for PC, on Itch.io, Nintendo Switch, IOS and Android devices.











Altered Beast





Probably best known for being a pack-in game on the Sega Genesis/Mega Drive, Altered beast is actually one year older than the best-selling Sega console. Released in the arcades in 1988, the game was a hit at the time, which granted it ports to almost everything under the sun, including the NES. Here, you are the undead, raised from your grave by Zeus himself, who needed a champion to rescue Athena, who was kidnapped by Neff, a demonic creature from the underworld.



You start the game as a normal but very strong man and will gain more power after collecting orbs that are dropped by dog-like creatures called Orthrus. If you collect three orbs, your character will transform into powerful beasts that can easily obliterate your enemies. Each beast is bound to a specific level, so you can use their abilities in a more direct way. The game can be pretty tough to beat, and memorization is key here.









Bloody Paws Unleashed

Love and Terror

If you're looking for a more traditional adventure for your Halloween night, look no further. Bloody Paws Unleashed is a platform beat 'em up that oozes nostalgia from every pixel.





Created by Merso Entertainment, Bloody Paws Unleashed is a remake and expansion of the original game, Bloody Paws, released for ZX Spectrum and MSX, in 1990, by Mar Entertainment. This game not only improves the graphics and audio of the original, but also adds a bunch of new moves, powers and levels.



The story here is pretty simple, you're coming back home just to find out your wife was kidnapped. Feeling her scent, you follow the trail, looking for the person responsible for her disappearance and seeking revenge. The trails lead you to ye east and wasting no time, you leave with your nose up, looking for any bit of her scent you can find. You hit the streets and no one will stop you now!



After a brief introduction, you're out in the game and will be received by some very well-made pixel art. Your character looks great and moves smoothly through the screen. His animation is particularly good, with more frames than you would expect for an 8-Bit game. Your enemies, although being very well-made, don't have the same level of animation as your main character, but it won't ruin your fun. The backgrounds are simple and faithful to the original, but they have a lot of charm and some good parallax scrolling that would make any Super Nintendo or Genesis game envy.

But what I think really takes the cake (or the pumpkin pie) here is the soundtrack. The music in this game is way better than you could expect for a game like this. You'll listen here from light to heavy rock, with each track fitting perfectly to the level you're at. The developer didn't spare efforts on this and if their next games keep the same level of music, I would buy then just for that. It is really very good.

When it comes to the meat of the game, or the combat, Bloody Paws Unleashed does not disappoint. The mechanics are simple, you have an attack button, a jump, a grab and finally your special. You can also perform a powerful uppercut, pressing up and attack at the same time, which will be very helpful to finish off some more relentless enemies. Jumping and attack also can be very effective, but what really will save your fur here is the grab. With it, you have an easy way to control the crowds that come from both sides of the screen and sometimes even from the ground. Throwing your enemies will knock the others down and will give you some time to reposition yourself and counter-attack. Sure, you must keep in mind that enemies will spawn behind you and if you don't pay enough attention your strategy can go through the drain pretty quickly.



And I am not only talking about this because of your four hearts that represent your life meter and each hit takes one of them. Nope, I am talking about your power ups. Throughout the levels you will find portraits of your wife floating in the air and if you grab one of them you get a little bit more powerful, being capable of hitting enemies a little bit further from you. If you grab a second one, it will make you even more





powerful, and you will be capable of throwing projectiles at your enemies almost across the whole screen. And that's why you should avoid taking hits. Any small bump on an enemy will make you lose not only one heart but all your upgrades, and this can make your journey to rescue your wife harder than it needs to be. To make things easy, the game always auto saves when you start a level so, you can always restart if you lost your upgrades in a difficult level.



Bloody Paws Unleashed is not only a great remake, but is also a preservation work that should be praised by any retro games fan. The package also comes with the original game, finally ported to modern systems without the need of emulation. Sure, Blood Paws isn't a classic, and this is even more reason to support this work. It is easier to preserve classic games than games that only few people know and, those games, are as important to gaming history as any other.

Costing only 10 dollars, this game is perfect for your Halloween night, not only, as I said, it oozes charm and nostalgia, but it is also family friendly. You can play with your kids or little siblings without worrying they won't sleep at night. There's no blood, no gore, no adult themes and the only violence you will get is a cartoonish werewolf hitting invisible men, witches and zombies. If you're looking for some 8 Bits fun this Halloween, we think you just found it!

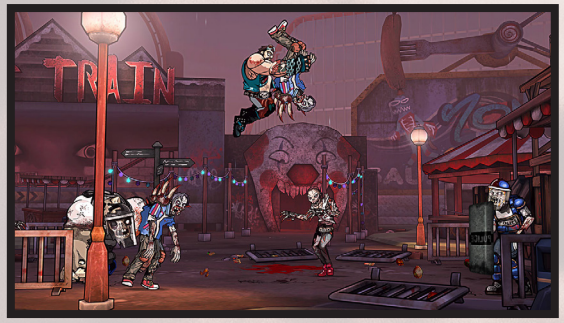


★★★

MERSO ENTERTAINMENT

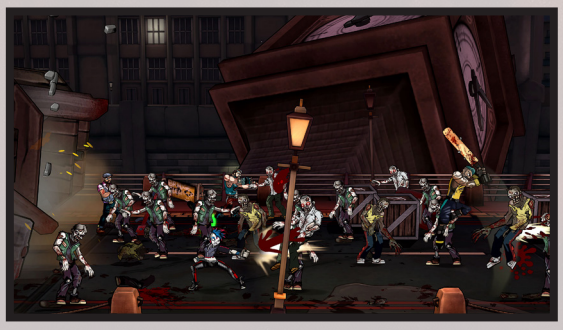
Bloody Zombies™















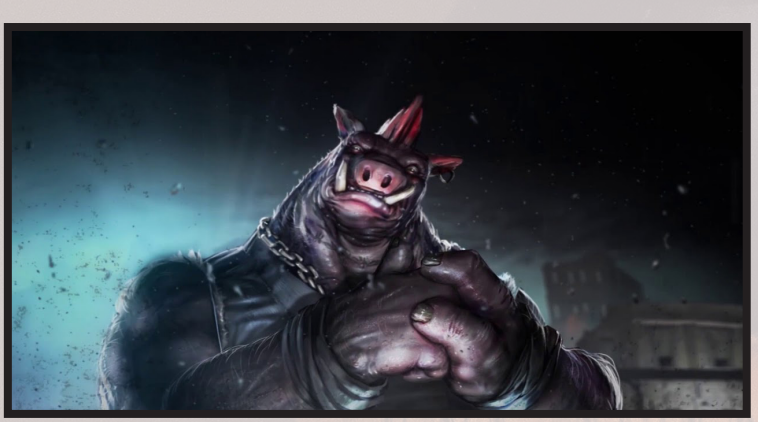
London has been overtaken by an army of the undead and the K.R.O.N.O.S. Corporation, to prevent the infection from spreading through England, constructed walls around the city. Inside the walls, a group of four friends unite to put an end to the evil that is dooming the city.

Bloody Zombies is an interesting game, it uses some fighting game mechanics that allows the player to perform free form combos without any limitations. The game is also the only beat 'em up created for VR Sets, but the execution is a little flat in our opinion. You can see what's ahead on the level and warn other players, but after the first play through, this gimmick lost its function. You can play the game up to 4 players (VR Included) and you can play it locally or online.

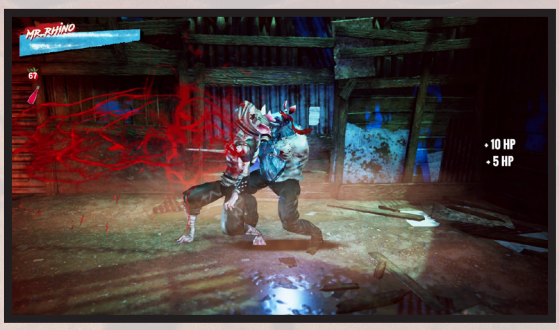
Although not great, Bloody Zombie can be fun with friends, but be aware that this game is very hard even on normal. So, if you're looking for a cheap cooperative game, this can make your night a little more terrifying.



EXIT LIMBO











Mr. Rhino, the sole survivor of a train crash, wakes up in what seems to be a dystopic parallel universe and a nightmarish, infected version of his hometown. Now, it is up to you to fight your way through monsters and nightmarish creatures to find out what happens to your town and to you.

The game has some pretty good graphics, the destruction of the city, the alleys lighted by barrels in flame, it all adds a very eerie atmosphere to the game which is improved by a great soundtrack. Unfortunately, the combat isn't the best around. While you have a nice set of moves, with grabs, throws and some moves that asks the player for some specific inputs like a fighting game, your punches feel a little weak, without that oomph needed to show strength and some enemies can be really a slog to fight due to their resilience.



The game ends on a cliffhanger, promising a sequel that never comes and probably never will, which is unfortunate because the sequel could correct some of the flaws of the first one. Exit Limbo may not be a great game, but it can grant those who are looking for a nice challenge a lot of fun, if you have the patience to learn the game's ins and outs.

MAYHEM BRAWLER

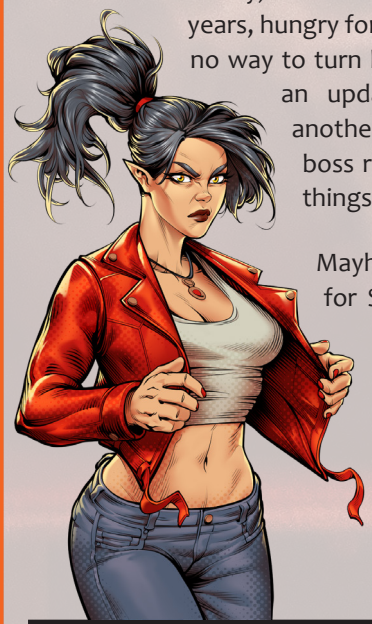




Although not exactly a horror game, Mayhem Brawler borrows enough elements from the horror genre to earn a spot in this edition. In this game, you will make your way through 7 levels, from a total of 12, beating not only your traditional goons but also monsters that come directly from horror movies, games and literature. Werewolves, were gators, zombies, witches, and giant mutated rats are amongst your foes.

Even the playable characters are kind of monstrous if you consider that She Wolf is a werewolf and Dolphin is, for some reason, half man and half, well, dolphin. The setting will take you from sunny parks, to the depths of a dead city, where the living dead are roaming for years, hungry for human flesh! And you have no way to turn back. The game will receive an update early next year with another playable character and a boss rush mode, what just makes things better for this game!





Mayhem Brawler is available for Steam, iiRcade, Playstation, Xbox, and Nintendo Switch.







MAYHEM BRAWLER

An urban fantasy themed beat 'em up that brings back the 90s arcade vibe to present day. With comic book style art and kick-ass soundtracks, it offers an amazing experience that you can tackle solo or as co-op with friends while defining the next step in the story with your choices.









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HERO CONCEPT

Emerging Beasts #01

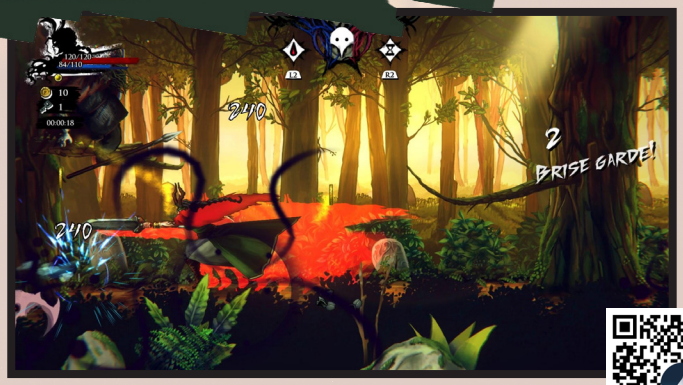


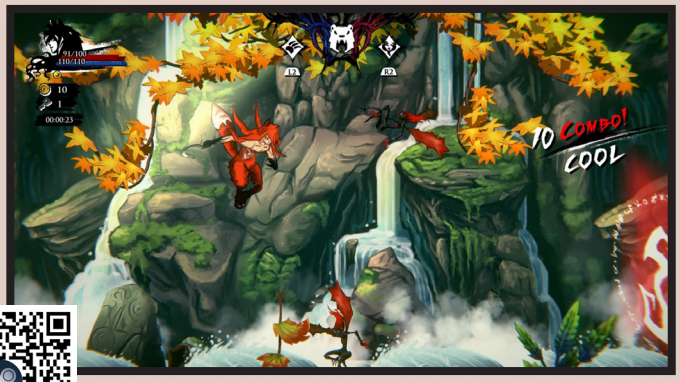


Coming to PC next year, Helvitii is a different breed of beat 'em up.

First, you have a huge map and exploration is key to advance in this game. Each new screen you enter, it will lock you in until you defeat all the monsters. And the combat couldn't be more spectacular. The game is highly combo oriented and at the end of each battle you will be graded with a score that can go up to S.

With gorgeous hand-drawn graphics, impressively animated and a dynamic soundtrack that will set the mood to your explorations and combos, Helvetii is one game to keep your eye on. The developers expect the game to be complete on Q1 next year, and it will be available for Steam, Nintendo Switch and PS4.





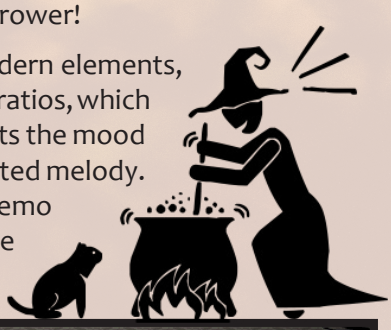






Need more Splatterhouse in your life? If so, House of Pain is the game for you.

Following closely the old classic from the Sega 16-Bits powerhouse, in House of Pain you'll be saving your family from a deranged doctor from Hell and, for that, all you need is your uncontrolled brutality. If you played Splatterhouse 1 or 2, there will be no surprises for you here, walk to the right, punch monsters, grab some weapons like machetes, chainsaw and even a flamethrower!



Presenting a great art-style with some nice arcade pixel-art, mixed with modern elements, this game is a blast to see in action, the game also offers support to 21:9 aspect ratios, which is rare in games like this. The music is in chiptune form, which is great and suits the mood of the game very well, with a mix of eerie instruments and more action-oriented melody. The game is set to release on Steam December 23rd, but you can play the demo right now, scanning or clicking on the QR Code below. The game will also be released on consoles, but still have no date.









Emerging Beasts #03





Created by small dev team, Pizza Kidd, from Kidd Games, is an incredibly gorgeous 2D beat 'em up.

With a fast-paced combat, Pizza Kidd will put to test not only your reflexes, but also your ability to control crowds while trying to keep yourself in one piece. Set in a dark-phantasy world, the game offers amazing pixel art, with amazing backgrounds and a great soundtrack!

The game is still a little far away, set to be released December next year, but if you follow the Team on the social medias, you can get the chance to play a test-demo the developers released for limited time.













Final Fright, from Looks Cozy Labs, is probably the perfect beat 'em up for Halloween. The game's theme is all set around the date and playable characters, enemies and environments are all based on the celebration. Final Fright is set in the Halloween 1984, but that's all we know about the story so far.

The game is still in early development, with a prototype demo available that lets you play around in a small arena to test some of the interesting game mechanics. Graphics are great and the VHS filter gives the game a great nostalgic feel without bothering the player or getting in the way.

Still with no solid date to be released, this game will probably be in our hands just in 2024.













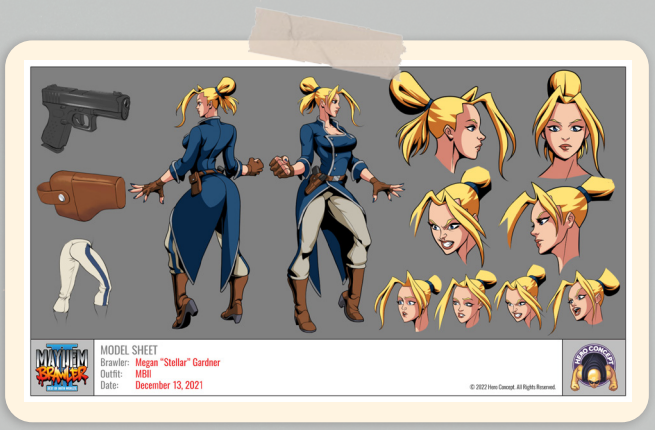
Mayhem Brawler II: Dev Diary 2

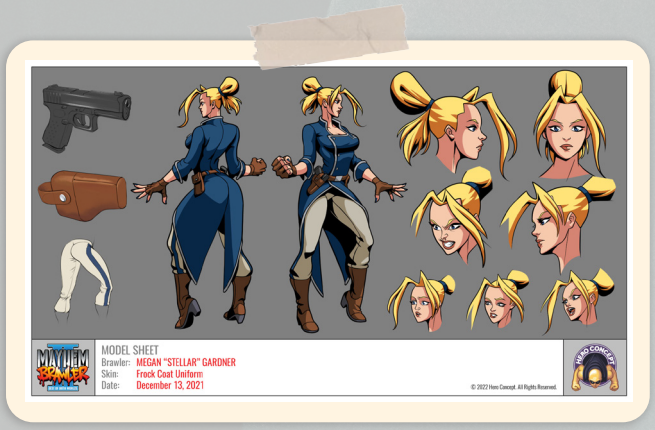
We've been working like beavers for the first playable demo of Mayhem Brawler II: Best of Both Worlds for months. However, by popular demand, I wanted to take a break, give you an update about the progress of the project and talk a little about the game's combo mechanics we have been designing.

>> Progress Report <<

First of all, our work on the online multiplayer basis has come to a very good position. We plan to have something playable by the end of this year.

We have still not reached the production pace we aimed for brawler animations yet. However, we have definitely got the level of quality. We have almost completed our goal by topping 2 Heroes, 5 Minions, 2 Lieutenants, and 2 Boss animations, which we call "Batch 1", which will form the content of our first demo. Oh, by the way: We've made a few minor changes to the brawler coloring techniques and are extremely happy with the results. Check these out:





The backgrounds we designed as 2.5D received some criticism in the previous developer diary. Although we didn't completely finish our work on them at that time, we worked over it by considering the criticisms meticulously. We plan to focus specifically on backgrounds in one of the upcoming developer diaries. Take a look at these as well:





Let me now dive into the topics of this developer diary:

>> Brawler Stats: <<

One of the decisions we made while planning the sequel was that interested players would be able to view the brawlers' stats. In order to achieve this, the data to be presented had to be legible and plain. As a solution, we managed to develop a cascading stat system.

The process we had the most trouble with was balancing the brawler stats and updating them when necessary in the previous game. Considering the fact that there are opponent brawlers of 30 along with 4 heroes and we entered their visually different variants into the system separately you might guess how troublesome this was.

Therefore, we have categorized the brawler types under the names Hero, Minion, Lieutenant and Boss, just like in the previous game. However, this time we have enabled the categories to use common data among themselves. Firstly; the features that every brawler must have; We decided to provide the features of HP, Resistance, Light Damage, Heavy Damage and Ultra Damage. Then we gave each of them default values for the Hero, Minion, Lieutenant and Boss categories.

Finally, we have ensured that each new brawler added to the relevant categories is calculated by gradually adding up with the same value above it. To sum up, we determine common values for the same categories. Then we provide different features for each brawler in accordance with their designs. For example, let's talk about the minions' stats:

HP 50, Resistance 1, Light Damage 5, Heavy Damage 10 and Ultra Damage 15.

Werewolves, which we know from the previous game, appear right under the Minion category in a cascading way. We're just adding the differences (if any) in the Werewolf's stats.

HP 50 (+12), Resistance 1 (+1), Light Damage 5, Heavy Damage 10 (+2), Ultra Damage 15.

In this case, the stats of the Werewolf would be as follows:

WEREWOLF	
HP	62
Resistance	2
CLAWS and FANGS	.
Type	Melee
Damage	5 / 5 / 12 (Bleed)
Cooldown	1 sec
POUNCE and BITES	.
Type	Slingshot
Damage	Catch (Regen) 5 / 5 / 12 (Bleed)
Cooldown	3 sec

We haven't decided whether we will explain these values more graphically in the game or they will be presented more simpler. However, I assume you get the point.

This cascading system will have various great benefits for us:

» When adding a new brawler to the game, we will only enter different stats instead of all. This is very vital as there will be many more brawlers in this game.

» While testing the combat mechanics, we will set the brawlers by changing only a few numbers under the categories when necessary. No data will be likely to be unnoticed. Thus, the balancing and testing process will be much more under control.

» Above all, it will allow us to share brawlers' stats with players in a format that they can easily analyze.



Since we mentioned Werewolves pretty much, let us share the model sheet with you!

>> Combo Mechanics <<

If you ask me, the modern representatives of the beat'em up genre back in the 2000s were the X-Men Legends and the Marvel Ultimate Alliance series. Yet, for some reason I never understand, people have always listed them in the "action role-playing" category. Besides, beat 'em up fans did not really own these games. However, I think it would be a mistake to ignore the various features that these games contributed to the genre. For example: combo systems.

With a few exceptions, combo systems in beat 'em ups are generally built around button smashing to a single "Attack" command. However, in Mayhem Brawler II, we designed a combo system where players can obtain different finishers by combining two or more buttons!

In the system we newly designed, combos will mostly be executed with Light Attack (X) and Heavy Attack (Y) combinations (X,X,X,X, or X,Y,X,Y or X,X,Y,Y etc). However, depending on the abilities of our Heroes, the game will also include combos that can be completed with the Jump (A) or Grapple (B) buttons, resulting in Launcher or Grapple.

What? Did I just reveal that we're going to have a dedicated Grapple input now? Whoops!

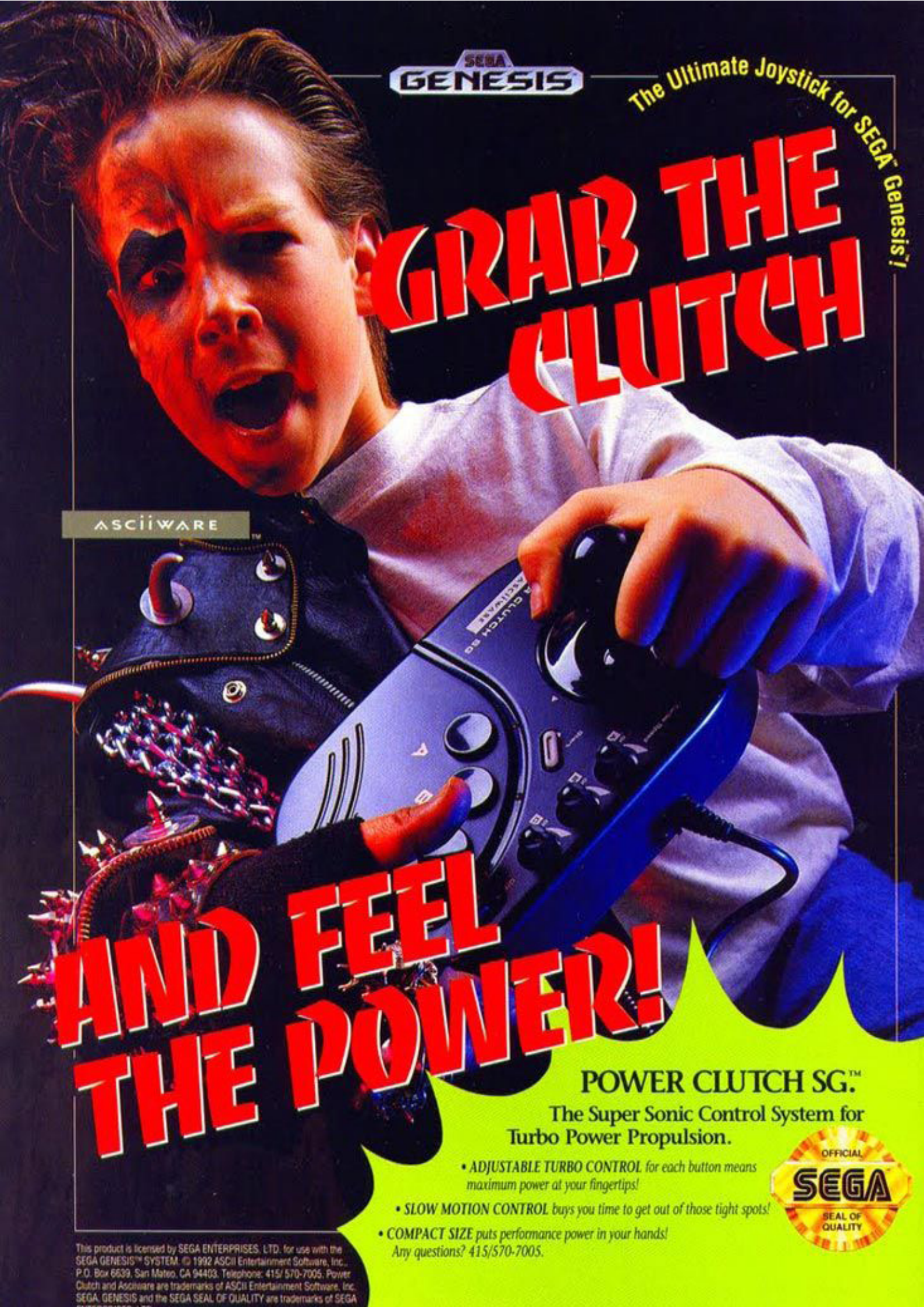
For now, we are preparing three different combos for each Hero. For each combo to separate from each other, the finisher effect, debuff or buff given by them will be different. We will make sure each Hero's basic combo is X,X,X,X so that more casual players can still play in single button smasher mode.

>> See you later <<

We will try to share new developer diaries more frequently from now on as lagging three months is a very long break and you are very right to be angry.

Finally, please follow our social media accounts (like Twitter, Instagram, Youtube etc.), if you still haven't. As it is not possible for me to describe in words how any kind of support is a source of motivation for a small team like ours. See you!

Serkan "Mountain King" Özay.


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The Night of the Living Dead

The dead have been raised from their graves, werewolves roam the streets and vampires lurk in the shadows, looking for blood. The city is overrun by monsters. The army has fallen and the last survivors are running out of supplies to survive. In this desperate situation, there's only one thing you can do. Hit the streets and smash the heck out of those nasty creatures using nothing but your fists!



That sums up the story of Night Slashers, a game that easily receives the title of one the most, if not the goriest beat 'em up ever. Even more so than Mortal Kombat Mythologies or Shaolin Monk which, despite the origins, didn't go too far as Data East did. But let's save the gore fest for later and talk about the game a little bit first.

Created by Data East, 2 years after the not-so-stellar Captain America and the Avengers, Night Slashers arrived in a year crowded with heavy hitters. Games like Cadillacs and Dinosaurs and The Punisher and Violent Storm were found in any arcade place competing with titles like Metamorphic Force, Gaiapolis, Zero Team and Ninja Baseball Man. It was not an easy task to shine among those stars.

It was a very busy year, especially at home, where consoles were getting better and better beat 'em ups, both in House Sega and House Nintendo. Sega was still collecting praises for the amazing Streets of Rage 2, released in December of the previous years, and Nintendo was about to receive Batman Returns, one of the best brawlers in the system and Final Fight 2 which, despite being a little disappointing according to critics at the time, was a highly anticipated game for Super Nintendo owners.

With so much competition to deal with, it is not surprising that, at least here in the west, Night Slashers wasn't really a hit, being the fifth-eight most popular arcade machines in the US. In Japan, on the other hand, things were much better for Data East, with Night Slasher being the ninth most popular machine in 1993.





There were also small differences between both versions, not enough to explain the huge disparity in popularity between both regions but enough to be noticeable. As expected, the western version was very toned down in blood and gore and the character Christopher holds a gem instead of a cross.

Night Slashers is also a very good looking game, the art from the characters to the backgrounds are very nicely done but, what really steals the show here are the enemies. They are, in most part, very nasty-looking, with zombies walking around in living flesh, others that are rotten from inside out and spill puddles of stomach acid on you. Not only do they look good when they are walking around, but they also look amazing when you kill them.

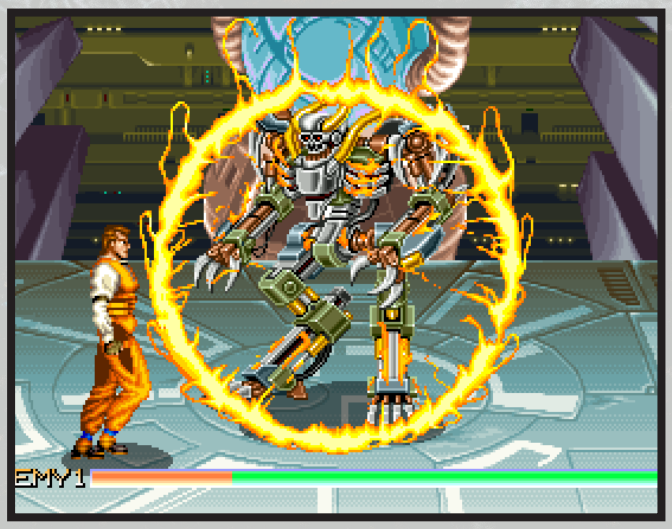


Zombies are liquefied, werewolves are cut in half and decayed heads roll around, it is a gore fest that can be a little too much for more sensitive audiences. But not everything is bloody here, the environments are also very well made, with some nice parallax scrolling in some areas. Despite being beautiful, the scenario makes little to no sense. One time you´re at a hospital fighting hordes of monsters, then you´re embarked on a plane just to get boarded in a helicopter without landing the plane. And of course, you crash the helicopter, instead of landing it, because why not?

The sound effects on the other hand didn't age so well, they have that old, metallic and loud sound of the arcades that you could hear blocks away, but they aren't bad in the slightest. Your punches, kicks, the sound of zombies liquefying are all very appropriate, if not good for today's standards. What may draw your attention, and not in a good way, are the voices. They are so bad that, well, you already know, they are good. Not only the quality, even for the time, is very low but their voices never match what is written in the subtitles. This is, no matter the medium, always funny to watch. It won't ruin your experience in any way, or mess with the story, the context of the speeches are roughly the same, but you will chuckle nonetheless. Now what really will draw your attention is the soundtrack. It is amazing. Not as good as, let's say, Violent Storm, but yet, extremely good. The main theme here is heavy rock, with electric guitars and heavy drums taking the front seat of the compositions. Strangely, none of the tunes are somber, they are all upbeat songs and they fit well in the action. But yes, at least in my opinion, some darker melodies wouldn't hurt the game.



The combat is pretty straight-forward. Night Slashers uses the 3 button configuration, typical of many arcades of the time. You have your jump, your attack, a grab that is automatic when you get too close to an enemy, a dash move that can be combined with your punch and your clear-screen attack. Pressing and holding jump and attack at the same time charges a super move that will be your go-to action to get rid of the most annoying enemies. Not that your enemies are hard to beat or anything like it, actually, they will fall with only one combo sequence. Even the bosses aren't that strong when talking about health. Different from the games of the time, where bosses have 3 or 4 life bars here, the final boss will have only two. But don't go thinking the game is easy.



The amount of enemies it throws at you on each scene is staggering with waves of ten or more enemies on the screen at once. This will require from the player a lot of thinking and crowd control if you wanna get to end in one piece. The game also offers some curious mechanics, like your downward attack that can bury your enemies in the ground leaving them open to some kicks in the head and this will be part of your extremely important for your crowd control tactics.



Your special will be useful sometimes, killing most of the enemies on the screen and taking, most of the times, up to one quarter of the boss life, but the amount of health you lose, up 40%, makes it almost prohibitive to use, except if you have food lying around, which is very rare in the game, as is the weapons you'll find. Night Slashers gives its players only 3 types of weapons to use: Knives, magical orbs and, don't ask why, briefcases. Briefcases also contain items like bonus points or food so, even if it looks kind of ridiculous to use, don't leave any behind, you might lose something important.

Throughout your adventure you'll find two bonus stages. in the first one you'll have to kick the head of zombies stuck in the ground and in the other you'll have to toss a zombie and hit others in bowling pins formation. They're pretty fun but they only really work if you're playing with someone else. Unlike most games, where you have to destroy something in cooperation with your friends, here you have to compete with them. If you are playing alone, you'll always win, no matter your score.



As for the playable character you have your traditional variety represented by three characters: Jake, the tank, that has mechanical arms that shoots projectiles in the end of the combo; Christopher, a vampire hunter that uses the power of God to kill his enemies and is not a Belmont and will be your all around character and finally Hong Hua, a skilled Asian fighter that lacks more description or backstory and is the traditional fast and weak female. There's nothing groundbreaking about them, with regular combos and no juggles, but this is expected for beat 'em ups of this time.



Today, the best version of the game can be found in Johnny Turbo's Arcade, where the game is less censored, giving the player red blood and English language. Christopher still uses the gem instead of the cross in this version, but this really changes nothing.

Night Slashers may be not the greatest beat 'em up of 1993 and definitely isn't one of the greatest of all time, but the theme of the game is so unique, the enemies so strange and fun to fight with, that you will be tempted to keep going, just to see what crazy stuff the game will throw at you next. And believe me, it only gets stranger as you advance throughout the 6 stages. If what you're looking for is a game with a good challenge and lots of gore to spice up your Halloween night, Night Slasher is probably one of your best bets. It may not be an all-time classic, but the amount of fun you will get for only 8 Dollars is more than fair.



Put some punch into your collections with Night Slashers.

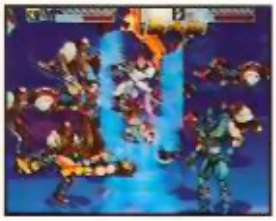
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